

FIGHTER SUBCLASS (WEAPON MASTER)

Those warrior who take their control of their minds and bodies to the extreme, sometimes find that they are naturally attuned to one of the primordial elements. This attunement grants them control and resistance to that element, which can push the honing of themselves to new extremes.

WEAPON MASTER FEATURE TABLE

Level	Feature Name
3	Bullseye, Master Combatant
7	Weapon Knowledge
10	Improved Bullseye
15	Broadened Knowledge
18	Total Mastery

BULLSEYE

Starting when you choose this subclass at 3rd level, you gain a bonus to your initiative equal to half your Fighter level rounded down. Additionally, if you take the first turn in combat, you can use your reaction to change your one of your attack rolls on your turn against a creature into a critical hit.

MASTER COMBATANT

Also starting at 3rd level, you learn one *Mastery Trick* of your choice. A number of times per short rest equal to your proficiency bonus, when you make an attack roll against a creature, you can add one of your *Mastery Tricks* to that attack. You learn one additional *Mastery Trick* at the following levels: 7th (2), 10th (3), and 15th (4).

WEAPON KNOWLEDGE

Starting at 7th level, you gain one of the following feats of your choice: [Alert](#), [Crossbow Expert](#), [Crusher](#), [Defensive Duelist](#), [Dual Wielder](#), [Elven Accuracy](#), [Fighting Initiate](#), [Great Weapon Master](#), [Gunner](#), [Martial Adept](#), [Polearm Master](#), [Sentinel](#), or [Sharpshooter](#).

IMPROVED BULLSEYE

Starting at 10th level, you can use your *Bullseye* feature's critical hit reaction ability on each of your turns.

BROADENED KNOWLEDGE

Starting at 15th level, you gain an additional feat listed in *Weapon Knowledge*.

TOTAL MASTERY

Starting at 18th level, when you use one of your known *Mastery Tricks*, you can give yourself advantage on that attack roll.

MASTERY TRICKS

If one of your chosen *Mastery Tricks* requires a saving throw, the DC equals **8 + your attack modifier**.

BLOWBACK

When you hit with an attack roll, the creature is pushed 10 feet in a direction of your choice. You cannot push them upwards.

DISARM

When you hit with an attack roll, the creature drops whatever it is not wearing.

GUARD

When you hit a creature with an attack roll, you gain a +2 to your AC until the start of your next turn.

HEAL

When you hit a creature with an attack roll, you regain a number of hit points equal to half of the damage you dealt.

MUTILATE

When you hit with an attack roll, the creature must make a Constitution saving throw. On a failure, they take an additional **1d12** damage of the same type for a number of rounds equal to your proficiency bonus. On a success, they take half as much damage.

PRONE

When you hit with an attack roll, the creature is knocked [Prone](#).

SLOW

When you hit with an attack roll, the creature's speed is halved.

STUN

When you hit with an attack roll, the creature must make a Constitution saving throw. On a failure, it is [Stunned](#) until the end of its turn.